**FLAT STYLE**

Is a minimalist style which use simple elements/shapes and bright/flat colours. Some properties are:

* High Contrast
* Minimalism
* The use of colour and contrast to create depth
* Efficient use of space

https://gigantic.store/top-20-flat-design-tips/

Use sans serif fonts

**Colour**

Use of bright colours

and

Pastel colours → Are pale tones of colours made by mixing a significant amount of white into the original shade. It transmits a calming, soothing and peaceful feeling.

Use of colour and contrast to create depth

Value – Use of Bright Colours. Low Value contrast

Saturation – Use of pastel colours with low Saturation. Medium Saturation Contrast.

Hue / Colour – Medium Contrast?

Colours are used to represent textures.

Use of Analogous colours. With enough contrast.

**Lines**

Lines can be straight or curvy, and always rounded and thick.

They are used to add shadows to the objects or to represent textures.

**Shapes**

Geometric.

Used for cut shadows in order to give a 3D look. <https://www.youtube.com/watch?v=a2lcUmNuyrM>

Basic Shapes used: Circle, rectangle and triangle

Rounded shapes are used for natural environment or human bodies. They give us a sensation of being friendly, nice, soft

Sharp shapes are used to represent danger like enemies, weapons, armours or things that can harm. They are also used to represent human constructions and give us the contrast the natural environment.

**Styleguide**

Pastel colors

Shapes and lines in the style

Add Vikings shields at the intersection of lines

**Atmospheric Perspective**

Appearance of an object as it is viewed from the distance.

* More distance the less contrast between the object and the background
* Less detail the far away
* Color less saturated and shifts towards the background color. More lighter.
* Overlap objects

So for mid-and background layers just make the objects smaller, less saturated and lighter. This will give the feeling of objects that are far away.

For light and shadows, choose according

human made

Use Side Multi view Projection, which is a type of orthographic projection where all the projection lines are orthogonal. The multiview describes an object from multiple viewpoints, but in games it means only 1 of those views are shown. We look perpendicular to the scene.

**Gradient**

No gradients

Examples in References/Style

**New Analyse**

**Colour**

Background analogous. Character and main elements triadic

Value Contrast – Medium Value Contrast. Colors are bright in general.

Hue Contrast – Analogous Colors. Low Hue Contrast

Saturation Contrast – Medium Saturation Contrast

Proportions?

Use of colors that give us a sensation of being friendly, nice, peaceful or happiness

No gradients

**Shapes**

Geometric Shapes ( Rectangle, Rounded Rectangle, Ellipse and triangle)

Used to add textures and shadows (cut shadows to give a 3d effect)

Shapes are rounded in general.

Sharp shapes are used for human made things, for represent danger or harmful things. Or simple to give contrast against the rounded shapes

sharp shapes mostly for details

Shapes arent not realistic stylise and they are wider than normal (chunky)

**Lines**

No lines used. All are shapes.

**Perspective**

Far objects:

* Less Detail
* Less Saturation? Or less bright ?
* Smaller
* Color shifts toward the background color